

18. The computer system of claim 17 wherein when the resource management process causes the computer system to perform the operation of creating an object, the resource management process causes the computer system to perform the operations of :

associating the object with at least one location within an object hierarchy in the memory system such that the object becomes a child object of at least one parent object in the object hierarchy, the object hierarchy representing relationships between resources in the computing system environment which are represented by objects in the object hierarchy in the memory system;

wherein the at least one location to which the object is associated in the object hierarchy includes a home location identifying a home object in object hierarchy under which the object is initially associated as a child object, so as to define a home context for the object; and

wherein the step of assigning the object identifier assigns the home of the object to be the home location identifying the home object for that object in object hierarchy.

(suffix)

19. The computer system of claim 18 wherein when the resource management process causes the computer system to perform the operation of assigning an object identifier to the object, the resource management process causes the computer system to perform the operations of :

receiving a simple name for the object to uniquely identify that object; and

assigning a suffix to the home of the object if the home of the object is not unique in the computing system environment, such that object identifiers for objects having a home that is not unique will be different from each other based on the suffix.

(home object)

20. The computer system of claim 18 wherein the home location to which the object is associated is a simple name included in an object identifier assigned to the home object associated with that home location, such that if a home condition exists, the at least one representation of the object displayed on the graphical user interface includes the simple

name of the object followed by the simple name of the home object associated with the home location of the object.

(display hierarchy, home condition if out of home context or non-unique)

21. The computer system of claim 18 wherein when the resource management process causes the computer system to perform the operation of displaying at least one representation of the object on a graphical user interface, the resource management process causes the computer system to perform the operations of:

displaying the object hierarchy on the graphical user interface to convey the
10 relationships between resources in the computing system environment, such that certain
of the at least one location of the object in the object hierarchy is displayed on the
graphical user interface; and

wherein a home condition exists for one of the at least one representation of the object displayed on the graphical user interface if displaying that representation of the object at that location in the object hierarchy in the graphical user interface causes one of:

- i) the object to be displayed out of a home context of the object; and
- ii) the object to be displayed non-uniquely in a context in which the object is displayed;

such that the occurrence of a home condition causes the one of the at least one
20 representation of the object to be displayed in a qualified manner in that location in the
object hierarchy in the graphical user interface.

(home condition if user specifies view qualified objects)

22. The computer system of claim 18 wherein a home condition exists if a user of the graphical user interface indicates that representations of objects are to be displayed on the graphical user interface in a qualified manner, such that the at least one representation of the object displayed on the graphical user interface in a qualified manner includes the simple name of the object followed by the home of the object.

30 (home object must be first ancestral non-transparent object)

23. The computer system of claim 18 wherein the home object in the object hierarchy in the memory system, for which the home location is identified by the home of the object, is a first non-transparent ancestral home object in the object hierarchy.

5 (Group object)

24. The computer system of claim 18 wherein the object is a group object in the memory system created to represent a plurality of related resources in the computing system environment, such that objects in the object hierarchy below the group object share a common relationship to each other identified by the group object.

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(Transparent group object)

25. The computer system of claim 24 wherein:

the group object is a transparent group object having a home identified by the home location of a first non-transparent ancestral home object in object hierarchy under which the transparent group object is initially associated as a descendent child object; and

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wherein objects subsequently created as child objects of the transparent group object each have a respective home identified by the home location of the first non-transparent ancestral home object in object hierarchy under which the transparent group object is initially associated as a descendent child object.

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(Terminal group object)

26. The computer system of claim 24 wherein:

the group object is a terminal group object having a home identified by the home location of a home object in object hierarchy under which the terminal group object is initially associated as a child object; and

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wherein objects subsequently created as child objects of the terminal group object each have a respective home identified by the home location of the home object in object hierarchy under which the transparent group object is initially associated as a child object.

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